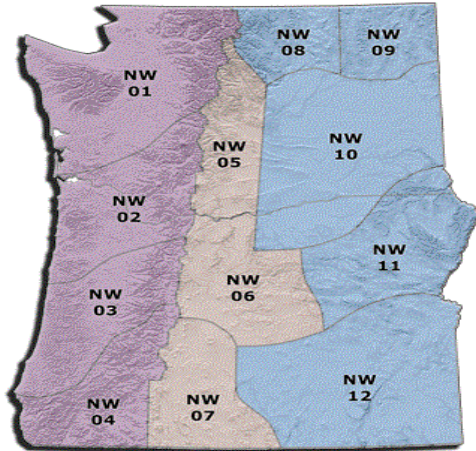


Pacific Northwest 7 Day Significant Fire Potential

Friday, 9/18/2020



Legend

Fire Environment (FEN) 4 levels

Minimal	- The Overall Fire Environment suggests a very low risk for Large fires (less than 1% chance)
Normal	- The Overall Fire Environment suggests a <u>normal</u> risk for large fires (1 - 4% chance)
Elevated	- The Overall Fire Environment suggests a moderately high risk for large fires (5 - 19% chance)
High Risk	The risk for large fire(s) is very high (≥ 20%) Triggers: 1. ⚡ (Significant Lightning) 2. BEN (Critical Burn Environment)

The assessment of the overall fire environment considers multiple factors including weather, lightning amount and fuel dryness. Large Fire probabilities are derived objectively via statistical methods. **High Risk** levels (≥ 20% probability of a large fire) are almost always due to significant lightning as burning conditions alone rarely result in a large fire probability much above about 10%.

Predictive Service		Today	Sat	Sun	Mon	Tue	Wed	Thu
Areas	ytd							
NW01								
NW02								
NW03								
NW04								
NW05								
NW06								
NW07								
NW08								
NW09								
NW10								
NW11								
NW12								

Fire Weather: A weather change is underway for the region as a Pacific frontal system moves in from the Pacific. Showers and wet thundershowers will move across the Cascades today with this weather system as well as increasing winds east of the Cascades in some areas which had previously been under inversions with light winds due to smoke. Lightning will be accompanied by showers, some heavy. Watch your local NWS fire weather forecasts and warnings for the latest details in your area.

Fire Potential: Potential for new significant fires ramps up slightly on Friday due to the weather change with some winds and lightning. New fire potential drops significantly over the weekend and next week as fire danger declines from record high values experienced earlier this week.

Preparedness Level:

Northwest: 5
National: 5

- John Saltenberger